Ryzom - Bug # 908

Status:	Closed	**Priority:**	Normal
Author:	lubos	**Category:**	Client: General
Created:	05/17/2010	**Assignee:**	kervala
Updated:	05/28/2010	**Due date:**	
Subject:	Incorrect method CMusicPlayer::previous()		
Description			

Better implementation is:

```
if (_Songs.empty())
    return;

if (_CurrentSong == 0)
    _CurrentSong%=_Songs.size()-1;
else
    _CurrentSong--;

play ();
```

History

#1 - 05/17/2010 09:52 am - kaetemi

How is that better?

#2 - 05/17/2010 10:03 am - lubos

When is _CurrentSong 0 and is decremented, then plays random song.
(Little fix - _CurrentSong=_Songs.size()-1;)

#3 - 05/17/2010 10:08 am - kaetemi

Just wondering
why not

```
if (!_Songs.empty())
{
    if (_CurrentSong)
        --_CurrentSong;
    else
        _CurrentSong = _Songs.size()-1;

    play ();
}
```

=)

#4 - 05/17/2010 10:11 am - kervala

I tried (to be sure) and _CurrentSong-- when _CurrentSong == 0 gives _CurrentSong = 0xffffffff and _CurrentSong %= _Songs.size() gives _CurrentSong = _Songs.size() - 1

So excepted for an "better understanding" aspect, it's not a bug :)

EDIT: Btw I'm not sure this behavior is identical on all systems...

#5 - 05/17/2010 10:19 am - kaetemi

I quite like this one too:

```
    --_CurrentSong;
    _CurrentSong = CurrentSong & ((~CurrentSong) >> 16);
```

(ignore any typos)
Math is generally faster than branching ^^

#6 - 05/17/2010 11:19 am - kervala
- Status changed from New to Assigned
- Assignee set to kervala

Thanks for noticing this bug and for providing patch :)

#7 - 05/17/2010 11:28 am - kervala
- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r173.

#8 - 05/28/2010 05:24 pm - vl
- Status changed from Resolved to Closed